To Learn: Resumes The BIG Picture

1. The Goal

First, the goal of your resume is to get you an interview for the job. You may believe your resume has purposes, such as to—

- Showcase your every achievement
- Justify why you're changing jobs
- Explain why you've left so many, or so few, jobs in your career
- Mention when you received promotions, awards, or recognition
- Describe the size of the organization or team or budget you had responsibility for
- Land you a job offer without an interview

None of those are the goals of your resume.

Read the research on how long recruiters spend on your resume. The answer is 6 seconds for the fi

Your resume needs to get past three levels of Human Resource layers: screeners, recruiters, and hir managers.

[*Content above is from **The best resume template based on my 15 years experience sharing re advice (https://medium.com/the-mission/the-best-resume-template-based-on-my-15-years-experienc resume-advice-9f2a0bb0547#.1quv1zsbi)]**

2. Writing Resumes (designer insights)

"*The résumé itself is definitely information which should demand my undivided attention. It needs to **designed**. Your choice of typefaces and typography, the layout and the organization of information, t stock, etc., all contribute to the way I perceive you as a potential designer working for us. It also sho you can do on a single piece of paper. But high wire acts are dangerous, so keep it simple and reada* —Steff Geissbuhler

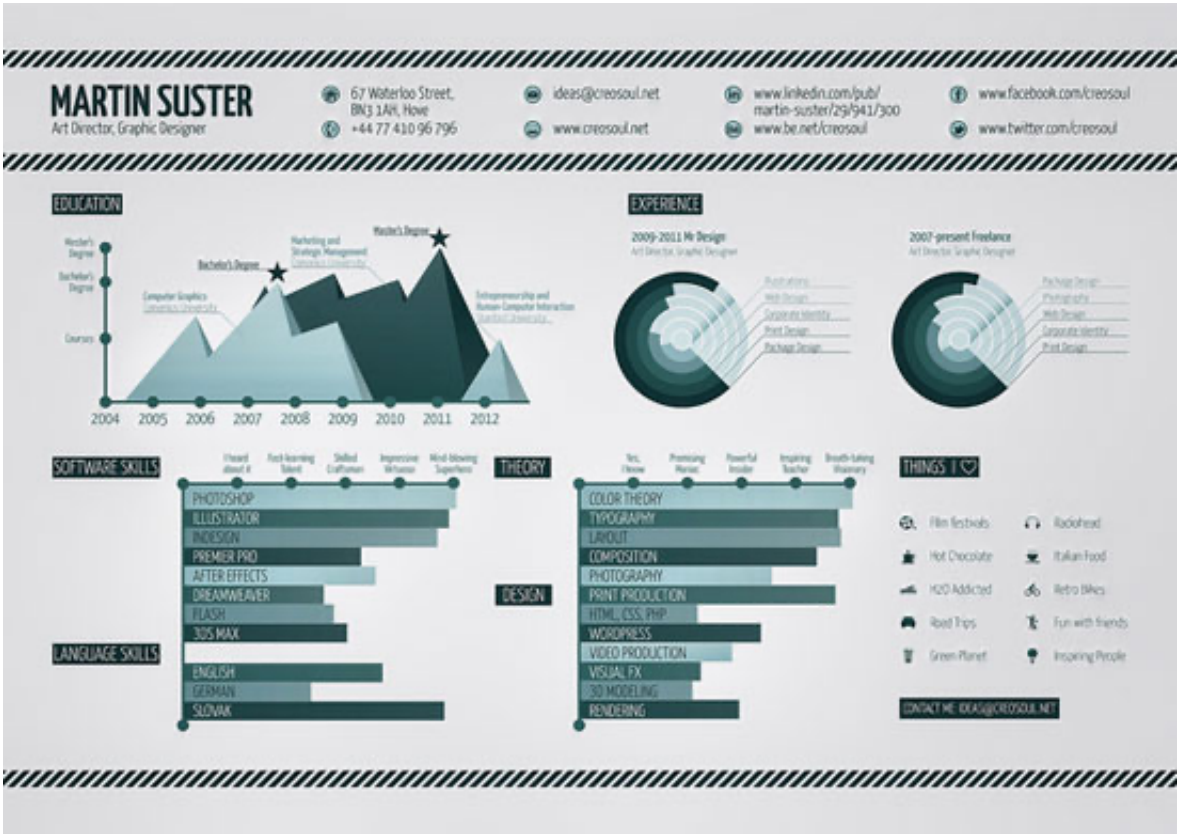
http://www.aiga.org/resume-writing (http://www.aiga.org/resume-writing)

“Simple is always best. Any design that begins to diminish and draw attention away from the clarity o message is trying too hard. The design of a resume should enhance communication, not make it clu overly complicated. Resumes with "themes or stylized templates tend to look tacky and cheap. The e wants to know key facts about you and your experience, so it's important not to make them work har information. I prefer resumes to be cleanly typeset with an organized grid system and a well-conside hierarchy.”—Ram Castillo

http://www.aiga.org/do-resumes-with-infographics-try-too-hard (http://www.aiga.org/do-resum infographics-try-too-hard)

“At the end of the day,
the purpose of your resume is to highlight facts about you,
and your online portfolio is the platform where your work
will speak for itself.“

There is no doubt that you are going to search for resume templates for “inspiration.” Please resist th duplicate the over-complicated, template with bar chart graphics, type of layout (example below). Reread the two quotes above in #1 again.



You are a designer and you need to design your own resume, not use a random template designed b else.

- Fast Company (2017) | **Forget coding, writing is the new unicorn skill (https://www.fastcodesign.com/3068938/forget-coding-writing-is-the-new-unicorn-skill)**

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3. Advice

Advice to Watch

The Futur (https://www.thefutur.com/) In this cutdown video from their Summer School Classe Senior Designer, Emily Xie, shares her tips and strategies to make a standout design resume. (https://youtu.be/KO6zV5C0COc, *Duration* 5min)

Advice from new designers like you…

- College UI/UX student applying for an internship at Apple gets rejected and redesigns Apple Mus application to gain some experience and writes an in-depth case study.
  "I Got Rejected by Apple Music… So I Redesigned It", (https://medium.com/startup-grind/i-by-apple-music-so-i-redesigned-it-b7e2e4dc64bf) May 2017 on Medium

- **How I Got My Shopify Product Manager Job (https://howigotjob.com/women-in-tech/got-proc management-job-shopify/)** , April 2018

- "This article isn't a step by step on how to get a Product Designer Offer from Google, but what I le all of this and how I got to where I am now." —Tiffany Yeaton, fourth-year student CA College of t (CCA).
  What I Learned From Interviewing And Receiving Product Designer Offers From Google Tv (http://howigotjob.com/product-designer/learned-interviewing-product-designer-offers-from-google/

Advice from a UX Expert

"These are things that smart hiring managers look for. They want to see what you do when face

challenge, such as short delivery time, a difficult co-worker, hardware constraints that reduce the options, or all three at the same time. They want to see the thinking that got you from the idea th final design. They want to see what really tested your skills and experience in ways you've neve tested before, and how you produced something even you didn't think you were capable of.

Go ahead. Build an awesome portfolio of your story. Talk about the accomplishments you're mos and don't leave out any detail that shows what you can do when the world decides to test you. T portfolio of a great designer." **—Jared Spool, 2012, User Interface Engineering**